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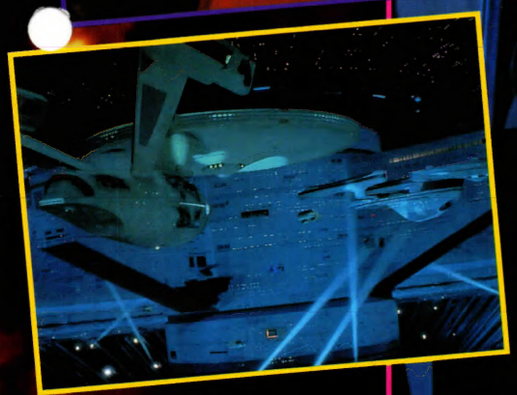

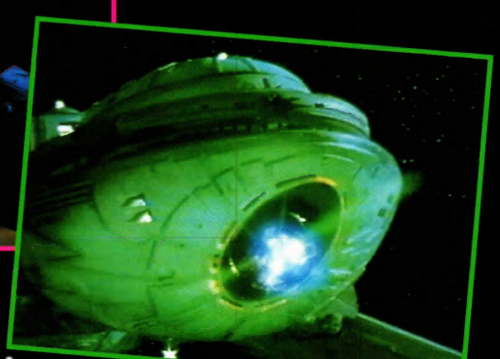

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THE KLINGON EMPIRE

THE KLINGON CIVIL WAR

THE KLINGON EMPIRE

Gowron has been installed as leader of the Klingon High Council, but with Romulan support bolstering the Duras family's challenge for power, the civil war is far from over.

Gowron is installed as leader of the **Klingon High Council** in 2367. **Toral** challenges Gowron's right to assume the leadership, but **Captain Picard**, as **Arbiter of Succession**, rules the challenge inadmissible. These events precipitate a fierce conflict within Klingon society; a number of violent engagements erupt as groups allied with the **Duras** sisters, **Lursa** and **B'Etor**, challenge the authority of Gowron's forces. In the two weeks following Gowron's installation, three major military engagements are all won by Duras ships.

Captain Picard, who is closely monitoring these events, makes a proposal to **Fleet Admiral Shanthi** that the **United Federation of Planets** should become involved in the situation and do what it can to prevent the disruption of the Gowron regime, the legal Klingon government. Picard suspects that the Duras faction is receiving aid from the **Romulan Empire**, which makes the civil war a matter of concern for the Federation. The Romulans have been attempting to destroy the alliance between the Federation and the Klingons for more than 20 years and, with the future of the Klingon Empire riding on the outcome of these recent battles, Picard is convinced that they have not been standing idly by.

Picard, therefore, proposes that he take a fleet of Federation starships to the Romulan/Klingon border in order to stop the flow of material from the Romulans to the Duras forces. This blockade will not take any offensive action, but will set up a detection system to catch the Romulans red-handed.

Casting the net

When Picard is given permission to attempt the blockade, **Geordi La Forge**, Chief Engineer of the ***U.S.S. Enterprise NCC-1701-D***, develops a system that will negate the advantages of the Romulan cloaking devices. Each ship in the blockade will send out an active tachyon beam to the other ships: any vessel attempting to penetrate Klingon space will be detected by these beams.

Gowron's forces suffer another defeat near the

Following K'mpec's death, Gowron is installed as the new leader of the Klingon High Council. But it is a turbulent time for the Klingon race.

Toral, Duras's illegitimate son, makes a formal challenge to Gowron. Under Klingon law, however, he has no real claim to the leadership of the Council.

ELEMENTS OF WAR

The surface of the Klingon homeworld is lit up by a series of fires and explosions. Against the dark night sky they present a dramatic picture of a world at war. But even the Klingons, with their love of war, cannot withstand this much damage forever.

Gowron is the Klingon leader by right, and he has many supporters. He is sure that when the Duras family's links to the Romulans are revealed, many of their supporters will switch allegiance to him. The Duras family has a long history of treachery, and of links to the Romulans; they are far from honorable.

The battle is waged in the skies above the planet as well as on the surface. Under normal circumstances, the Federation would not involve itself in a civil war, but the Romulan interference gives the conflict a more Galactic importance. Order must be restored.

The war is officially an internal affair between the supporters of Gowron and Duras for the control of the Klingon Empire, but the balance is affected by the Romulan aid to the Duras family. Romulans such as Sela, thought to be the half-human daughter of Tasha Yar, see the internal struggle as a way to grab power for themselves.

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THE KLINGON CIVIL WAR

THE KLINGON EMPIRE

THE KLINGON EMPIRE

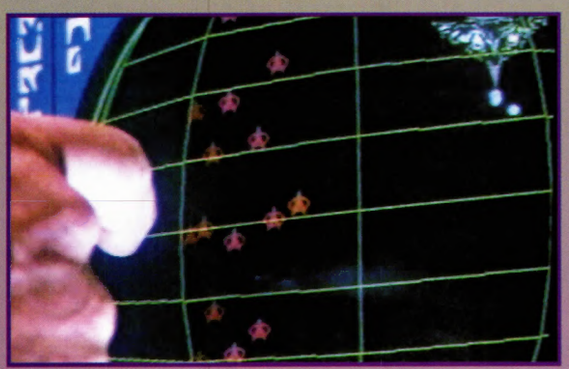
The Duras sisters try to convince Worf to join them in exchange for power, and hold him prisoner. B'Etor hopes that Worf's anger is a mating call; sex and battle are often linked in Klingon minds. But Worf resists temptation.

Worf realizes that the war will cause him conflicting interests. He resigns from Starfleet so that he can concentrate on the Klingons.

On Kurn's ship, Worf is a brave and reliable warrior. His Klingon heritage and Starfleet background give him the best of two systems of tactics.

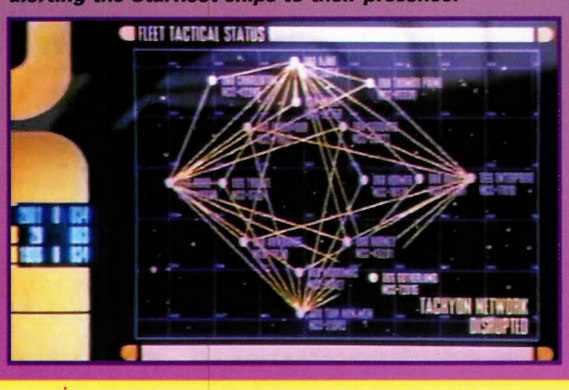
Mempa System and are forced into full retreat. Three weeks before this, Gowron's forces had destroyed Duras supply bases in the sector but, clearly, the strength of the Duras forces is growing: there is now no doubt that they are getting outside help.

Almost immediately after it is activated, the Starfleet ships' tachyon net picks up five cloaked ships at a distance of only 5,000 kilometers.



Twenty-three Starfleet ships position themselves between the Duras faction and Romulan space. Any Romulan ships attempting to deliver supplies will have to pass through the tachyon net.

Once in position, the ships send out a network of tachyon pulses which creates a web. If cloaked ships pass through this, they will disrupt the pulses, alerting the Starfleet ships to their presence.



The Romulan commander, **Sela**, issues a warning stating that the deployment of the starships along the Romulan border is a clear act of aggression and will not be tolerated. She gives the Starfleet armada 20 hours to withdraw.

Going to plan

Picard and Gowron develop a plan to neutralize the Romulans, to cut off their aid to Duras, and to expose Lursa and B'Etor's deceit. Picard proposes that Gowron launch a massive attack immediately: the Duras forces will need to be resupplied and will call for Romulan assistance. The Romulans will attempt to run the blockade … where Federation forces will be waiting for them. This will expose the Romulan connection to Lursa and B'Etor and support for Duras will fall away, leaving Gowron victorious.

Gowron agrees, and launches attacks in three separate sectors. As predicted, this pushes the Duras forces near to defeat, and they call to the Romulans for help. At the same time, Picard begins to lay his trap.

Gowron and K'tal argue over Toral's claim to the leadership of the Klingon High Council. If Toral's claim had not been thrown out and he had been appointed K'mpec's successor in place of Gowron, galactic politics are likely to have taken a turn for the worse. The bonds of trust forged between Gowron and his supporters endure for long after this struggle has ended.

Not so easily fooled

However, **Sela** recognizes the trap as just that, and orders a counter maneuver: she launches a high energy burst that disrupts the Federation's net. As 15 ***Romulan Warbirds*** move toward the disruption, Picard orders the fleet to retreat and rendezvous at **Gamma Eridon**.

Data, commanding the ***U.S.S. Sutherland***, disobeys this order and launches a counter-measure of his own that overcomes the Romulan energy burst and detects their cloaked tachyon signatures. This forces the Romulans to retreat.

When Lursa and B'Etor learn this, they acknowledge defeat and escape, leaving Toral behind to face the consequences.

When Picard reports his findings about the Romulan supply ships to the High Council, Toral is found guilty of treason and **Worf** is offered his life. But Worf refuses to kill Toral, much to the surprise and dismay of **Kurn**. With the civil war over and Lursa and B'Etor exiled, Worf realizes his place is on the *Enterprise* and Picard grants his request to return to duty. With the House of Duras silenced, the new leader of the Klingon High Council is free to settle into his new role. For a while at least, peace, or at least a measure of stability, returns to the Klingon Empire.

KLINGON FACTS

Twenty-three ships take part in the Federation blockade. A lack of personnel means that some *U.S.S. Enterprise NCC-1701-D* officers take temporary command of other vessels.

The Duras Sisters' fight with Captain Picard does not end here: in 2371, they destroy the *U.S.S. Enterprise NCC-1701-D*. Lursa and B'Etor die in the encounter.

THE BORAALANS

OTHER GROUPS AND RACES

When turbulent storms ravage the surface of Boraal II, the simple Boraalan villagers undertake a journey which will lead them to safety. But they have no idea that they are in fact traveling through space to another world.

Most Boraalan men wear balaclava-like head coverings made of coarse, dull fabric. The Boraalan women wear their hair uncovered, bunched on their heads.

The **Boraalans** are a peaceful people who, for many centuries, live a simple existence on the planet of **Boraal II**. They have a village-based society in which the village Seer provides spiritual and social guidance. Their culture is rich and beautiful, but their level of technology is below that of the **Federation**; they have few electronic or mechanical gadgets, and they are unaware of the existence of extraterrestrial life. Like many such primitive cultures, their way of life, society, and development is of great interest to the **United Federation of Planets**, even though it will be a long time before they are ready to be formally contacted. The Federation scientists can observe the culture, but the **Prime Directive** forbids interference of any kind.

Humanoid race

The Boraalans are humanoid; their main difference from Earth humans is the distinctive ridge on their noses. Small village communities contain individuals who reflect the skin colors of Earth's Caucasian and African racial groups; this may be a form of diversity similar to the different hair colors of humans rather than racial variation. Different skin colors in members of the

Boraalan camps comprise simple tents which can be moved at short notice. Cooking is carried out over an open fire in clay pots. At least a rudimentary electrical power source has been developed, including small, portable lights.

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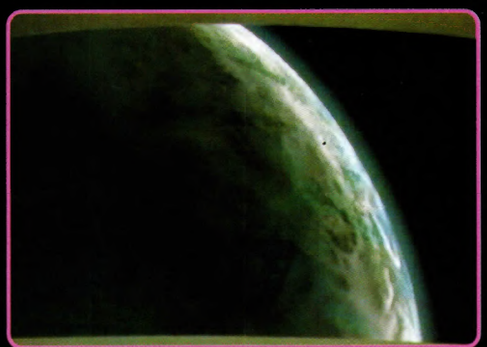
FINDING A NEW WORLD

Planet	Boraal II
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Social structure	Small village units led by a Seer, a spiritual and secular leader believed to possess supernatural powers.
Technology	Boraalans are at a low level of technological development, but have access to some form of electrical energy for lighting.
Race history	When an ecological disaster threatens to render Boraal II uninhabitable, the surviving population is relocated to Vacca VI.
Starship log:	STAR TREK: THE NEXT GENERATION 'Homeward'

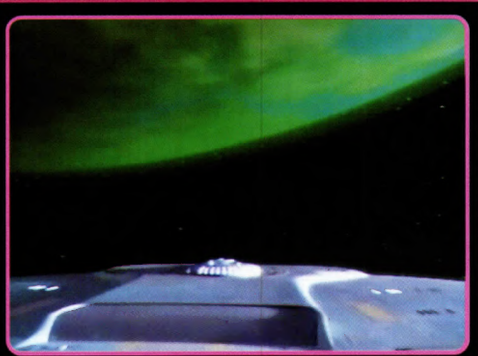
Villagers saved

From orbit, Boraal II is a grayish world, perhaps because of the plasmodic storms which ravage its surface. These atmospheric dissipations strike with no warning, and although the Federation could erect a shield around the planet to contain the remaining atmosphere, doing so would be a direct violation of the Prime Directive. The Boraalans are doomed until Nikolai Rozhenko acts to save them.

The surface of Boraal II changes before the eyes of the watching U.S.S. ENTERPRISE crew.



Vacca VI, their new homeworld, is chosen because of its remoteness. It is not quite as hospitable as Boraal II, but will allow the villagers to build a new life where there is little chance that they will be disturbed by other races.



The U.S.S. ENTERPRISE carries the unsuspecting Boraalans toward their new home on Vacca VI. Even from orbit it is apparent that this is a lush, Class-M world. The terrain is not quite as friendly as that of Boraal II, but it is easily habitable and will provide a good quality of life.

OTHER GROUPS AND RACES

THE BORAALANS

OTHER GROUPS AND RACES

Within Boraalan society, families appear to follow a familiar pattern; monogamous couples live with their children. Families stay close together, and disagreements between relatives cause distress.

same family is nothing out of the ordinary.

People wear simple clothes in dull colors, woven from rough cloth. Women often wear long skirts, and most men wear a head covering similar to a faceless balaclava. Marriages are often arranged, with fathers offering their daughters to men they believe will make suitable husbands.

History is very important to the Boraalans. In some villages, one member of the community is appointed the village 'Chronicler'. He or she keeps the written history of the community, from which the children will learn who their ancestors were and where they came from. The Boraalans believe a permanent record is important: stories can change from one storyteller to another, but the chronicle will remain the same. The chronicle is kept on a scroll-like document, written in a script similar to the hieroglyphics of Earth's ancient Egyptian culture. The Boraalans believe that without the past, the future means nothing.

Storm clouds

In 2370, the existence of the Boraalan race is threatened when the planet's atmosphere unexpectedly begins to dissipate. The atmospheric breakdown causes turbulent radiation storms across the planet surface, claiming many victims. The survivors of the last village are preparing to die when a man they know only as **Nikolai** leads them into some nearby caves, which provide them with temporary protection.

The villagers do not realize that Nikolai is actually **Nikolai Rozhenko**, a cultural observer who has been studying their planet. They believe him to be from another village, little realizing that he is from another world – Earth.

Secretly, Nikolai transports them to the **holodeck** of the ***U.S.S. Enterprise NCC-1701-D***, which he has altered to look exactly like the cave in which they are sheltering. As he transports them while they sleep, they do not notice the change. Nikolai then takes them on a journey through the caves to what he tells them is an area of their homeworld unaffected by the storms. In reality, they leave the holodeck-created caves to enter a program resembling the surface of **Vacca VI**, a new planet on which they will be safe to continue their lives. From the holodeck, they are then beamed to the surface of the real Vacca VI. On Vacca VI, they will continue to live the life they have enjoyed for generations, unaware that they are now on a completely different planet, far away from the land and the stars of their birth.

Brave new world

Vorin, the village's young Chronicler, drops one of his scrolls and insists on going back to find it. Once separated from his people, he comes across a holodeck arch, which he accidentally activates and walks through onto the *U.S.S. Enterprise*.

Vorin is terrified, but Deanna Troi is able to calm him. He is taken to sickbay, where the crew have no choice but to explain to him what has happened; he is staggered by the knowledge and has to decide whether to return to his people or stay on the *Enterprise* and try to make a new life for himself there. He wants to return, but is afraid to tell his people the truth; either they will think he is mad or they will believe him, in which case everything they have ever had faith in will be destroyed. He does not think he can return and keep the secret. Afraid and alone, he commits ritual suicide.

There were originally 17 generations' worth of chronicle. Vorin was only able to save six, but he is determined not to lose any more. The Boraalans believe that a written history is more accurate than an oral one.

The holodeck arch appears from nowhere. Vorin is bewildered, and wanders out into the corridor beyond. This is just the sort of thing Captain Picard was afraid would happen to the villagers.

The easiest option would be to erase Vorin's memories and send him back to his people, but this proves impossible due to differences between human and Boraalan physiology.

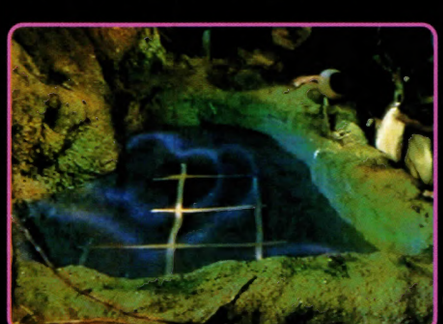
ILLUSION AND REALITY

Long journey

The Boraalans believe their journey takes them through caves beneath the surface of their planet, but in fact they are walking through holodeck 5 on the *U.S.S. Enterprise*. Unfortunately, the holodeck has been damaged by the plasmodic storms, and the program is breaking down. When the holodeck grid appears in a small pool, Worf claims that this is an omen that bodes well for their journey, and calls it the 'Sign of La Forge'. Luckily, the superstitious villagers seem happy to accept this explanation.

Later, when the breakdown becomes more severe, Worf and Nikolai are able to contact Geordi, who disguises the problems by creating thunder and lightning. This causes the villagers to hide in their tents.

The holodeck walls start to appear once again as the program starts to break down more seriously. This time, the villagers mistake them for the plasmodic storms which have been ravaging their homes. Worf and Nikolai are able to use this to their advantage.



The yellow lines and black background of the holodeck grid are first seen by the villagers replacing the water in a small rock pool. This, Worf tells the villagers, is a good omen for their journey, the 'Sign of La Forge'.

GALAXY FACTS

- **The village's Seer is killed by the plasmodic storms. Without him to provide guidance, the villagers turn to Nikolai for leadership.**
- **Captain Picard regrets Vorin's decision to commit suicide. If the boy had lived, he might have become a link between the Federation and his people, leading to proper contact.**

STARFLEET HISTORY | STARDATE: 44001.4

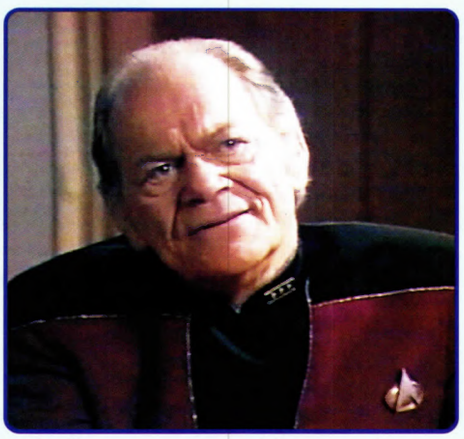
THE BATTLE OF WOLF 359

Wolf 359 is the fourth closest star to Earth, located approximately eight light years distant, in the Leo Constellation. It is near this star that the **Starfleet** armada draws its line of defense to prevent a **Borg** invasion of Earth in 2367.

On **Stardate 44001.4**, having kidnapped **Captain Jean-Luc Picard** from the ***U.S.S. Enterprise NCC-1701-D*** and begun the process of incorporating him and his intimate knowledge of Starfleet into the **Borg collective**, the Borg set course for Earth. The crew of the *Enterprise* devise a jury-rigged deflector dish weapon of immense power, but fail to destroy the Borg ship and are unable to continue their pursuit due to engine damage. They report their failure to Starfleet, warning them of the Borg's impending arrival, and are left to finish their repairs as they vainly pursue the speeding Borg ship toward Earth.

Starfleet assembles an armada of ships under the command of **Admiral J.P. Hanson**. Hanson has been in charge of Starfleet Tactical's efforts to develop effective defensive and offensive weapons against the Borg threat but, unfortunately, the attack comes sooner than anticipated and Starfleet remains unprepared; the new weaponry is still on the drawing board. **The Klingon Empire** sends a number of warships to help with the Federation's defense, and the situation is considered so dire that there are discussions about opening lines of communication with the **Romulans**.

Admiral Hanson leads the Starfleet defense against the Borg. He has been in charge of Starfleet Tactical's effort to develop a viable method of countering the new enemy, but the attack comes much sooner than anyone expected.



Deadly ally

Picard, now **Locutus of Borg**, leads the assault against the Federation forces at Wolf 359. The battle is as furious as it is deadly and swift. Although the Starfleet crews fight bravely and valiantly, their ships and weaponry are no match for the far superior Borg technology; the Borg ship is able to drain the shield capabilities of the Starfleet vessels. When the ship's attempts to modulate the frequencies of their shields prove ineffective, they are rendered helpless, easy prey for the Borg's tractor beams, cutting beams, torpedoes, and other deadly weapons.

The battle takes a heavy toll on Starfleet, both in terms of personnel and ships. A typical example is that of the ***U.S.S. Melbourne NCC-62043***, an ***Excelsior***-class starship. The *Melbourne*'s destruction is brought about by complete shield failure under the stress of the Borg's deadly cutting beam. **Commander**

During the course of the Battle of Wolf 359, an impressive array of old and new Starfleet vessels join in the fight. Most, however, were designed primarily for exploration rather than battle.

Captain Jean-Luc Picard of the U.S.S. ENTERPRISE NCC-1701-D is now Locutus; he has been assimilated by the Borg. The Federation's enemies are using him as a spokesman through whom they can communicate with Picard's former allies.

Wave after wave of Federation starships make their attack on the BORG CUBE, with little success. In all, 39 ships and more than 11,000 lives are lost in the battle. This is one of the heaviest casualty counts in Federation history.

Situation:

On Stardate 42761.3, Q brings the Borg to the attention of the Federation, giving them a chance to develop a defense against this deadly enemy. Unfortunately, the attack comes less than two years later, before Starfleet is ready.

Factors:

- The Borg are a new enemy and are still largely an unknown quantity to the Federation.
- The technology available to the Borg appears to be more advanced than that of Starfleet.
- The Borg have an added advantage: they have captured and assimilated Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D*. The Borg are using him against his former comrades.

Courses open:

1. Fight the Borg and hope you can eventually wear down their defenses. However, this seems unlikely to be a successful course of action.
2. Surrender, and be assimilated.
3. Attempt to rescue Picard in the hope that he can communicate some clues as to how the Borg can be defeated.

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FILE 19 A Guide to FEDERATION STARFLEET

Locutus of Borg, leading the attack on the Federation, watches as his former friends are destroyed. Normally, anyone assimilated by the Borg would lose all trace of individuality, but Picard retains a limited personal awareness.

William Riker had only recently declined an offer to captain the ship; he had a lucky escape.

Other ships fare no better: the ***U.S.S. Saratoga NCC-31911***, a ***Miranda***-class starship, is destroyed due to a warp core failure brought about by massive battle damage. The ***Rigel***-class ***U.S.S. Tolstoy NCC-62095***, the ***New Orleans***-class ***U.S.S. Kyushu NCC-65491***, the ***Mediterranean***-class ***U.S.S. Lalo NCC-43837***, and the ***Apollo***-class ***U.S.S. Gage NCC-11672*** are also among the 39 ships lost to the relentless Borg attack. Most of their crews die with them; 11,000 lives are lost during the battle, many of them civilian. Admiral Hanson is among the dead.

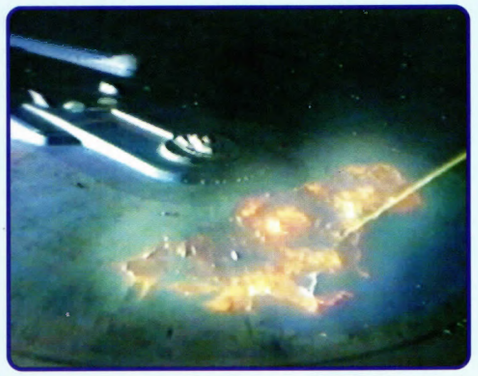
The battle is finally ended when a brave attempt to rescue Captain Picard from the Borg is successful: back on the *U.S.S. Enterprise*, he is able to give Starfleet the information they need to destroy their attackers. On Picard's advice, and using the technology implanted in him to communicate directly with the group mind, Picard's colleagues implant a suggestion to 'sleep' within the Borg hive, causing the ship to shut down; the ship then self-destructs.

New strategies

Following the ***Borg cube***'s destruction, Starfleet begins a massive rebuilding program. Many of the ships which have not been destroyed are nonetheless badly damaged: the *Enterprise* puts into **Earth Station McKinley** for five to six weeks of refitting.

Starfleet begins new strategies to prepare for future Borg attacks. **Lt. Commander Shelby** is assigned to Starfleet headquarters, where she becomes part of the task force assigned to reassembling the decimated fleet. Shelby predicts that the fleet will be back up to full strength in roughly a year.

The aftermath also causes Starfleet to reassess many of its operational procedures. One of the major policy decisions is that Starfleet must undertake a research and development program to produce a new series of starships with increased defensive and destructive capabilities – the first time Starfleet has developed ships specifically for war rather than exploration. One of the first of these new experimental warship designs is the ***U.S.S. Defiant***, a *Defiant*-class starship, Starfleet registry number ***NX-74205***. This ship is designed under the supervision of Benjamin Sisko at the **Utopia Planitia Fleet Yards** on Mars, following the Battle of Wolf 359. Ironically, the ship has since seen more action against another Federation enemy every bit as deadly as the Borg: the **Dominion**. The *Defiant* has gone into battle against the Borg only once, playing an important part in Starfleet's successful defense of Earth in 2373.



The Borg attack on the Starfleet ships is relentless. Their weapons are more powerful and their ships are faster. The Federation vessels cannot outrun their attackers nor defend against their prolonged attacks. Unless another solution can be found, their defense seems doomed to failure.

Many ships and thousands of Starfleet officers fall victim to the Borg. Inside the damaged ships there is little escape – evacuation to lifeboats will not stop the Borg pursuit. As far as the Borg are concerned, Starfleet officers will be assimilated or killed.

LASTING PAIN

The end of the U.S.S. SARATOGA

Of the 39 ships which are destroyed at the Battle of Wolf 359, some, such as the *U.S.S. Saratoga*, carry the families of the Starfleet officers who serve aboard them. This means nothing to the Borg, who, even if they know about the children on board, show no mercy to such vessels. Among the personnel lost aboard the *Saratoga* is Jennifer Sisko, wife of Benjamin and mother of Jake. Like many other unfortunate individuals, she dies when the ship explodes.

Inside the U.S.S. SARATOGA, electrical explosions hamper the attempts to evacuate. The Borg care little that there are families, including children, aboard ships such as this.

Commander Sisko and his son Jake leave their doomed ship in the relative safety of a SARATOGA escape pod, but Jennifer Sisko is not so lucky.

Following the battle, Benjamin Sisko is reassigned to the Utopia Planitia Shipyards on Mars, and afterward to *Deep Space Nine* near Bajor. While stationed on *Deep Space Nine*, Sisko comes face to face with Captain Jean-Luc Picard who, as Locutus of Borg, played a large part in Jennifer's death. Sisko still feels an enormous amount of resentment against Picard, even though the Captain was as much a victim of the Borg as anyone else.

In fact, Sisko still holds a great deal of pain about the whole affair, and has not yet really come to terms with what happened. When the Bajoran wormhole is discovered, Sisko meets with the Prophets, who cause him to relive the events of the Battle of Wolf 359 and, through this, learn to face the hurt. At last, he can move on.

Benjamin Sisko can only watch as his ship explodes. For a long time, Sisko finds it hard to forgive Captain Picard for his role in the tragedy, even though Picard had no choice in his new role as Locutus.

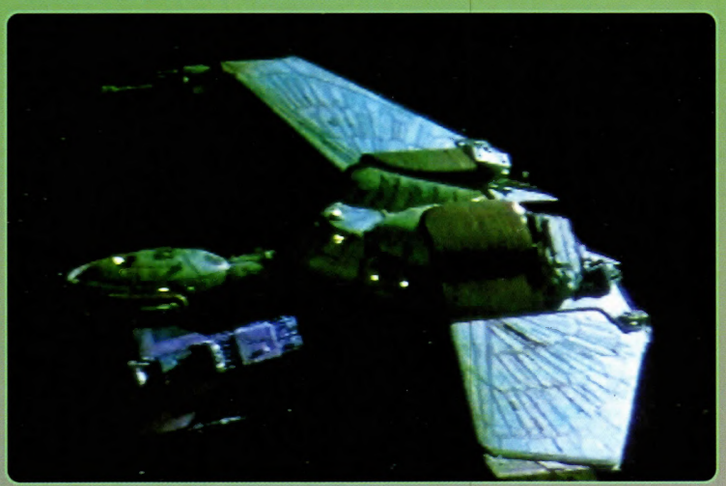
Kruge's BIRD-OF-PREY

The *Klingon Bird-of-Prey* is a highly versatile and feared class of ship which forms the backbone of the Klingon Defense Force. The ship commanded by Kruge represents a fairly early example of the *B'rel*-class design, a small but well-armed vessel intended for scouting and reconnaissance missions.

The ***Klingon Bird-of-Prey*** has seen some changes since its inception, but the outward design has remained much the same. The ship is designed primarily for battle, with variations on the basic theme depending on the class.

In keeping with the ships of the ***B'rel*** class, the *Bird-of-Prey* commanded by **Kruge** is armed with wingtip **disruptor** cannons and photon torpedo launchers located at the front of the ship. Its warp speed is comparable to ***Constitution***-class **Federation** starships; speeds of approximately warp 8 are the upper limit.

Under the command of Kruge, the ship's mission is to obtain the secrets of the classified Federation scientific experiment known as **Genesis**, which the Klingons believe to be a deadly weapon. The ship arrives at the **Genesis Planet** intending to capture **Starfleet** prisoners from whom the secrets can be extracted.



Although only a scouting vessel, the B'REL-class KLINGON BIRD-OF-PREY is a formidable ship. Under Kruge's command, one of these deadly vessels is handed the task of obtaining the secrets of the Federation's Genesis Device, a mission which her captain will go to any lengths to complete.

As with all Klingon ships, Kruge's BIRD-OF-PREY is heavily armed. It can hold its own against many threats, but it is outgunned 10 to one by the larger and more powerful CONSTITUTION-class U.S.S. ENTERPRISE NCC-1701.

Externally, the ship is the same as any other *Bird-of-Prey*. The bridge is at the front of the ship; the cloaking shield generators are located on a characteristic hump. Two humps straddle the wings from the central structure of the ship, housing the mechanisms which control wing elevation and the main engine generators.

Early development

Due to its early design, the bridge layout of Kruge's ship is somewhat different from later models; the room is small and circular in shape, with the walls narrowing as they meet the ceiling in a concave shape. As the ***B'rel*** class is only a scout class, its crew complement is generally around a dozen.

The bridge constitutes the main area of the ship. The central point on the bridge is the command chair, which is situated on a raised podium, indicating the status and prominence of the commander. The ship's functions are controlled by the bridge crew, who sit in a semicircular position in front of the command chair. Their stations are on a lowered platform, in front of and below the captain; this also allows the captain to overlook each station and keep close scrutiny on what the crew are doing. Each station has a large monitor screen which rises above the level of the console and is angled in

The duty positions on the bridge are arranged in a semicircle in front of Kruge. From his elevated position, he can see clearly what his men are doing; they are practically at the level of his feet, never allowing them to forget who is boss.

The walls of the KLINGON BIRD-OF-PREY lack the detailed display panels of Federation starships, but each duty station nonetheless has its own console. Various information and weapons targeting devices can be displayed here.

At the center of his bridge, Kruge cuts an imposing figure. He towers above his men on a seat which more resembles a throne than a starship command chair. His pet targ is constantly at his feet; it is a fierce companion for an equally fierce man.

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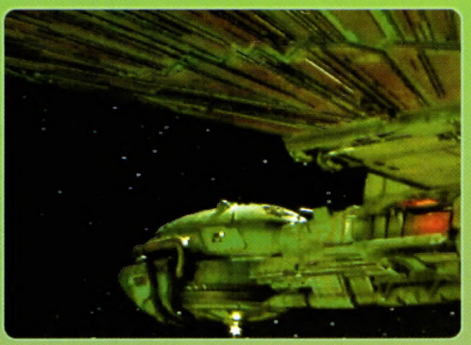
NON-FEDERATION STARSHIPS
Kruge's BIRD-OF-PREY

Kruge's crew are ruled by fear. This might seem an odd command style by Federation standards, but it is in keeping with the Klingons' warrior culture. A fierce captain, capable of inspiring fear in his enemies, can seem equally formidable to his own men.



As with every KLINGON BIRD-OF-PREY, Kruge's ship has an isolated head section in which the bridge is located. The characteristic feathered design, which inspires the ship's name, can be seen clearly on the underside of the wings.

As Kruge backs off from the U.S.S. ENTERPRISE's attack, his ship's impulse engine thrusters are clearly visible. When in use, they glow with a bright orange light which obscures most of the aft area of the BIRD-OF-PREY.

such a way that the captain can see the displays.

The bridge stations are accessible via two sets of steps, one on each side of the command chair, which lead out of the bridge via a single door behind the captain. In front of the bridge stations is the main viewscreen; it is at eye level with the command chair and is set into the bulkhead. The monitors and viewscreen are of the same uniform design, which adds to the utilitarian feel of the ship. Bridge lighting is kept minimal, even when the ship is not cloaked, with red strip lights placed in a circular fashion above the command chair. When cloaked, these lights are extinguished, bathing the ship in the glow of the display panels.

Later designs of the *Bird-of-Prey* allow whoever is commanding the ship to operate the weapons via a periscope-type mechanism that, when activated, comes down over the command chair, but Kruge's ship does not have this capability. The ship's weapons are controlled by the gunner, who on Kruge's *Bird-of-Prey* is situated in front and to the left of the command chair. The gunner's computer display screen highlights which weapon is active and gives readouts, while fire control is situated on two panels, to the left and in front of the gunner. However, despite being well armed with disruptor cannons and a photon torpedo launcher – weapons capable of inflicting great damage to Federation starships and even destroying them – the *B'rel*-class *Bird-of-Prey* cannot match the quantity of weapons of a *Constitution*-class starship. In the attack on the ***U.S.S. Enterprise NCC-1701***, Kruge indicates that he is "outgunned 10 to one".

In defense

In combat, the wings of the ship move downward in an attack formation, possibly to give the gunner better aiming and greater use of the disruptor cannons. The weapons cannot be fired when the shields or cloaking device are active. The *B'rel*-class *Bird-of-Prey* carries standard energy shields and deflector screens for defense. The ship's sensors and communications appear to be controlled from the station to the rear, left hand side of the semicircle, just behind the command podium; navigation and propulsion appear to be controlled from the station located front right.

Like all Klingon warriors, Kruge is fearless and cunning. He demands absolute loyalty from those he commands, and his crew obey him to the letter: those who don't pay the ultimate price. Kruge is often referred to as "my lord", which indicates the possibility of very high rank, not just a captain of a ship. He rules by fear, and this is reflected in the way his crew respond to him. Another indication of this is Kruge's pet **targ**, which he has by his side on the bridge. Pets are not a common sight on a Klingon ship.

Kruge is obsessive about obtaining the secrets of **Project Genesis**, and doesn't care who suffers as a result, but the legendary **James T. Kirk** proves to be more than a match for even this formidable Klingon.

Kruge's ship gains its place in history in 2285, when it is taken over by the crew of the *U.S.S. Enterprise* following Admiral Kirk's decision to destroy his ship to prevent it from falling into Klingon hands. Most of Kruge's crew are down on the surface of the Genesis Planet, leaving Kirk's crew a relatively simple task: they trick the remaining Klingons into beaming off the ship, leaving a single guard aboard. They then beam on to the Klingon ship, leaving the lone guard no choice but to surrender. In the hands of the Starfleet crew, the ship is taken to **Vulcan**, where it is renamed the ***H.M.S. Bounty***. Its adventures are only just beginning ...

HEADING FOR HISTORY

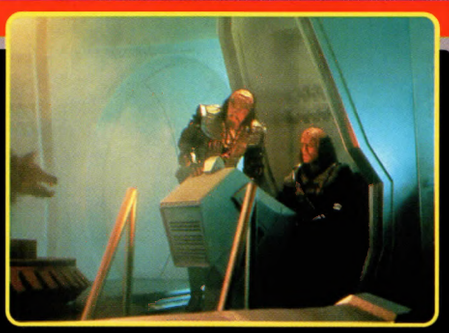
Hijacked!

Many Klingons have come to admire James T. Kirk, and several have expressed regret that they never met such a formidable enemy in battle. Those who have fought Kirk have even more reason to respect him – assuming they live to hold a view at all.

The Genesis project holds a special interest for Kirk; it was designed and developed by his one-time lover Carol Marcus and their son, David. When David is captured and murdered by Kruge, the Klingon should know that his days are numbered.

Kirk kills Kruge, destroys the *U.S.S. Enterprise* to prevent it from falling into Klingon hands, and then steals Kruge's *Bird-of-Prey* to replace his own ship.

Later, on Vulcan, the ship is renamed the *H.M.S. Bounty* and refitted by the Starfleet personnel ready for their journey back to Earth ... via an unexpected trip 300 years back through time.



The bridge interior is dark and smoky, with unadorned metal and little concession to comfort or aesthetics. Even the large consoles are constructed from bare metal.

After Kruge murders Kirk's son in cold blood, it is only a matter of time before the legendary Starfleet officer has his revenge on the Klingon crew.

Jake in the Future

When Jake Sisko first arrives on *Deep Space Nine*, he is a child with his whole life ahead of him. Three years later, a freak accident changes the path of his destiny; but is it forever?

It had always been expected that **Jake Sisko** would follow in the footsteps of his father, **Captain Benjamin Sisko**, and enter **Starfleet Academy**. Even as a space brat youngster, traveling from assignment to assignment with his family, Jake himself probably accepted a Starfleet future. But, with the death of his mother at the hands of the **Borg**, Jake's vision of a bright future was changed in one tragic instant. Starfleet no longer held the promise it once did and, as he entered his teens, Jake searched for a new path.

He has discovered it in his writing. Always drawn to literature, he started to create stories not long after he came to ***Deep Space Nine*** with his father. It was perhaps the isolation of the space station at the edge of the **Bajoran wormhole**, in contrast with the constant flow of humans and aliens on their way to and from the **Gamma Quadrant**, that lit the spark.

From these beginnings one can get a sense of Jake Sisko's future path, and one thing seems certain: it will not be as a Starfleet officer.

Glimpse of the future

One unorthodox glimpse into Jake's future occurs in 2372, when Jake is 18. An accident aboard the ***U.S.S. Defiant*** thrusts his father, Benjamin Sisko, into a timeless alternate universe, a pocket anomaly in which the father is connected to the son and will, over the course of the next several decades, re-enter our universe for brief visits. After a lifetime of trying to rescue his father, Jake takes a drastic course of action. He engineers his own death during one of the visits, thus breaking the link that binds the two, and sends his father back in time to the instant of the accident.

The future that Benjamin saw is not the one that his son will now live, but it does give us some hints as to what might lie ahead.

In the alternate future, after remaining on *Deep*

PROFILE ON JAKE'S FUTURE

NAME: Jake Sisko

LIFE FORM: Human male

BORN: 2354

STATUS: Deceased

HISTORY: Following the death of his father in 2372, Jake embarks on a writing career which brings him much success and critical acclaim. However, he abandons his writing to pursue a career in scientific research.

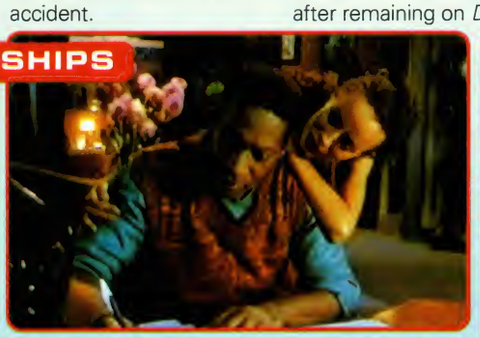
FIRST SEEN: 'The Visitor' [DS9]

As he reaches the end of his life, Jake finally returns to the writing he abandoned. He changed careers in the hope of finding a way to rescue his father from subspace, and when he realizes that the way to achieve his goal is to make the ultimate sacrifice, he has no doubts about what he must do.

LONG FRIENDSHIPS

★ Two loves

The future Jake has two loves in his life; writing, and his beautiful wife, Korena. But he gives up both of them for the obsession of rescuing his father from the timeless subspace in which he has become trapped.



★ Loyal to the end

Jake enlists the help of Nog and his father's old Starfleet friends to complete the experiments he believes will provide the rescue. Sadly, his plans fail.

★ Associations old and new

Jake remains friends with Nog, the first Ferengi in Starfleet, for many years. The two boys were childhood friends, and have played an important part in each other's lives. Both have achieved their childhood dreams.

★ Celebrations

Jake's writing talents bring critical acclaim, and there are many causes for celebration. Jake enjoys nothing more than cracking open a bottle of champagne with his wife and best friend in the comfort of his home.

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Jake in the Future

★ Acclaimed work

Jake's writing talent is widely recognized. On one of his father's brief visits to 'real' space, Jake's wife proudly shows off her husband's work. The books have earned prizes and many fans.

★ New direction

No matter how many more stories he has to tell, Jake's desire to rescue his father is his main concern. He abandons his writing career to study science for the sole purpose of helping his father.

Space Nine for several months, Jake returns to Earth and enrolls in the prestigious **Pennington Writing Institute** in New Zealand. After graduating, he moves to Louisiana to be near his grandfather, who runs a restaurant in the French Quarter of New Orleans.

Here Jake writes his first book, a novel called '**Anslem**'. Jake's grandfather is so proud that he places the publisher's acceptance letter on the wall of his restaurant. Shortly thereafter he publishes a collection of short stories, which win the noted **Betar prize**. He falls in love, marries, and seems to be settling down to a writer's life.

But then, after writing only enough stories for a second collection, Jake becomes obsessed with rescuing his father from the alternate universe. This obsession costs him not only his writing career, but his marriage.

To accomplish his new mission, Jake goes back to school at the age of 37 to study **subspace** mechanics. With the help of **Nog**, who is now a Starfleet captain, and his old friends from *Deep Space Nine*, he makes several attempts to return his father to the normal space-time continuum. Their attempts prove unsuccessful, but Jake never gives up and is finally able to return his father to the instant of the accident, creating a new future from that moment on.

It is uncertain what Jake's actual future will now be, but we can make some informed speculation based on the course of the events witnessed by his father.

Making his own destiny

Much of that alternate future was, of course, directed by Jake's need to save his father. Since that will no longer be a part of his real future, it is far more likely that Jake will spend the rest of his life as a writer.

He has already received an acceptance to the Pennington Writing Institute, but at the time he felt he wasn't ready to go to Earth and decided to remain at *Deep Space Nine* a bit longer, where he continues to write stories.

We can assume that 'Anslem' is a book that Jake will write in the real future just as he did in the alternate one; he has already completed a first draft. And he is already making a name for himself as a journalist, a situation which is set to continue with his decision to remain on *Deep Space Nine* as a war correspondent even now it has been retaken by the **Cardassians**.

It is unlikely Jake's writing credits will stop with these; there will be many more publications to come. And, in the real future lying ahead of Jake, he can hope his father will be there to read them.

★ Proud father

When Benjamin Sisko meets his future son, he is immensely proud of all that Jake has accomplished. He has a successful career, a beautiful wife, and a lovely home. Despite losing both his parents, Jake has bounced back to enjoy life to the full. He is a very successful man.

★ Deep regret

When Benjamin realizes that Jake intends to sacrifice his life for him, he begs him not to, but it is too late.

★ Second chance

Back in 2372, Ben Sisko hugs his son close. Now he is safe, Jake can forge a new future, without the burden of Ben's rescue hanging over him.

"It was me. It was me all along. I've been dragging you through time like an anchor . . . and now it's time to cut you loose."

— the older Jake Sisko

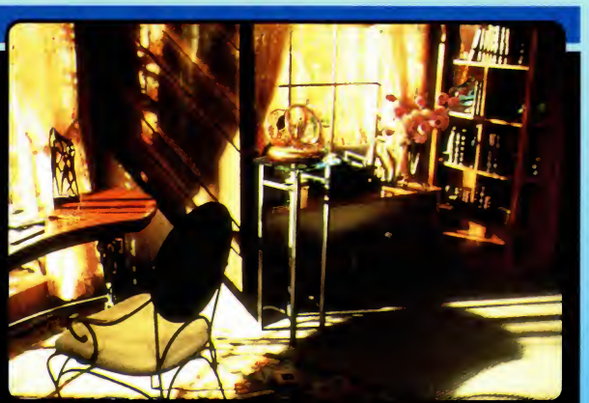
A BEAUTIFUL HOME

Home alone

Jake's possible-future home is beautiful and spacious. He originally shares it with his wife Korena, and he continues to live here even after their marriage disintegrates. The traditional, rustic designs reflect a love of the past, and the numerous ornaments are in stark contrast to the often austere designs of the quarters on *Deep Space Nine*.

★ Comfort and style

Despite the technological advances society has enjoyed by the 25th century, furniture retains traditional designs which have been popular for centuries.



★ Natural materials

Comfort and good taste are timeless; the interior of Jake's home could come from any one of several centuries. The metal chair and natural wood writing desk in front of the window are particularly beautiful.

Kira Nerys and the Bajoran Resistance

Kira Nerys has spent most of her life fighting for the freedom of her home planet. Now that the **Cardassian** oppressors have been driven off, Kira finds that her past still has a strong influence on her present and future.

Kira Nerys was first recruited into the **Bajoran** underground by **Lorit Akrem** in 2355, while interned at the **Singha** refugee camp during the **Cardassian** occupation of **Bajor**. She was just 12 years old. Joining the **Shakaar** resistance cell, she quickly became adept at the terrorist skills that, over the next decade, she put to good use in the eventually successful effort to free Bajor from Cardassian rule.

The Shakaar resistance cell, led by **Shakaar Edon**, was based in Kira's home province of **Dahkur**. A stronghold on **Kola Mountain** in the Dahkur province served as the headquarters for many attacks on the Cardassian occupational government and militia. Other members of the group included Lorit Akrem, **Lupaza**, **Mulbra**, **Klin**, **Ornack**, and **Furel.**

Along with the many skills she gained from her years in the resistance, Kira learned to fly **subimpulse** raiders. These small, two person interplanetary ships were hidden at the **Lunar V** resistance camp, located on Bajor's fifth moon.

Like all Bajoran resistance fighters, Kira was tagged with a subdermal implant of **tritonium** isotopes. This implant leaves behind a traceable residual trail that allows the bearer of the implant to be found if captured or injured.

PROFILE ON KIRA

NAME: Kira Nerys

LIFE FORM: Bajoran female

STATUS: Member of the Bajoran resistance movement.

RECRUITED BY: Lorit Akrem, 2355.

CELL: Shakaar resistance cell.

ALLIES: Shakaar Edon, Lorit Akrem, Lupaza, Mulbra, Klin, Ornack, and Furel.

NOTABLE POINTS: During her time with the resistance, Kira is far more than the simple errand-runner the Cardassians believe her to be.

FIRST SEEN (as resistance fighter): 'Necessary Evil' (DS9)

Kira Nerys has always been strong and determined. This is a legacy of her childhood and youth, which is spent struggling against Cardassian injustice.

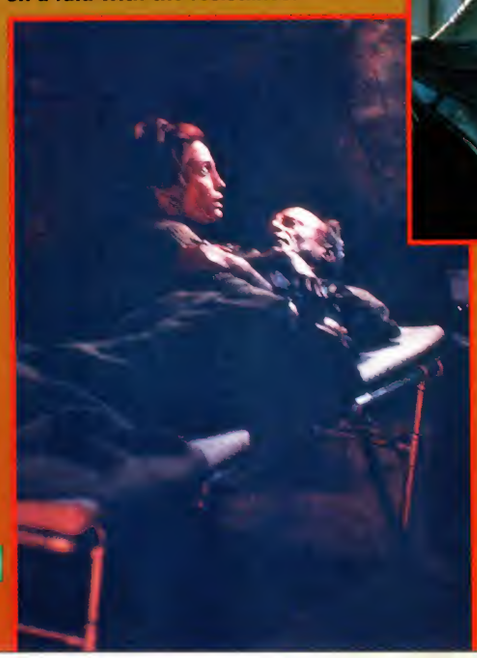
Close ties

Kira's mother died in the Singha refugee camp in 2343. This, combined with the death of her father at the hands of the Cardassians, cemented Kira's determination to fight for the rights of her people. Following her father's death, the other members of the Shakaar resistance cell quickly became Kira's surrogate family.

In 2357, the cell liberated the infamous **Gallitep** labor camp, where thousands of Bajorans died under Cardassian rule. Shortly after, Kira, Lupaza, and Shakaar were captured and brought to a Cardassian

FIGHTING FOR A CAUSE

One of Kira's darkest memories is the death of her father. He was shot by the Cardassians and died from his injuries while Kira was away on a raid with the resistance.



Kira's first meeting with Gul Dukat occurred when he was still prefect of TEROK NOR and she was a terrorist. At the time, neither of them realized that one day the station would belong to Bajor and that sometimes they would have to work together as allies.

Kira also first met Odo years before they became friends and worked together on DEEP SPACE NINE. At the time, she lied to him, and it would be many years before the truth came out. Kira believes her often illegal actions with the resistance to be entirely justified.

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PERSONNEL FILES

FILE 47 CARD 1C

Kira Nerys and the Bajoran Resistance

"I saw so much death during the Occupation . . . felt so much pain."

— Kira Nerys to Dr. Bashir

interrogation center. Fortunately, Furel rescued his comrades, although he lost an arm in the process. Kira and the other members of the Shakaar resistance cell spent a cold winter in the Dahkur hills on Bajor, evading Cardassian troops.

In 2365, Kira was sent on a mission to retrieve a list of Bajoran collaborators from a chemist shop on the Cardassian ore processing station, ***Terok Nor***. Unfortunately, she was discovered mid-search by the shop's owner, **Vaatrik**, and was forced to kill him. Kira was detained briefly at *Terok Nor* by security officer **Odo**, in an effort to determine her guilt, but she convinced him that she was innocent. It is not until 2370 that Kira admits the truth to Odo.

Cardassian intelligence listed Kira Nerys as "a minor operative whose activities are limited to running errands for terrorist leaders", but the truth was quite different. Kira proved herself to be a powerful fighter in the resistance, taking on many operations and leadership roles. The Cardassian military tried repeatedly to eliminate the Shakaar resistance cell, but failed on all counts.

The battle won

After the Cardassian withdrawal from Bajor in 2369, the Shakaar cell was disbanded. Kira accepts the rank of major in the new Bajoran military and is assigned as First Officer to *Terok Nor*, now renamed ***Deep Space Nine*** and administered by the **United Federation of Planets**. Other former members of her cell settle back in their home province of Dahkur and begin to build new lives as farmers. However, Kira's involvement with the Bajoran resistance is far from over.

In 2370, Kira and *Deep Space Nine* **Chief of Operations Miles O'Brien** mount a rescue operation to liberate Bajoran resistance legend **Li Nalas** from the **Hutet** labor camp on **Cardassia IV**. The following year, Kira again becomes involved with her former comrades when they are forced to flee into the mountains of Dahkur province in a dispute with **Kai Winn** over several soil reclamators. When the dispute nearly turns into armed conflict between her friends and the Bajoran military, Kira convinces Shakaar to settle the conflict politically by challenging Kai Winn in the election for First Minister.

Kira's skills as a resistance fighter have continued to serve her well in her new role as First Officer of *Deep Space Nine*. When the station is seized by force by **The Circle**, a Bajoran extremist faction, it is Kira that eludes the Bajoran forces and presents evidence to the Bajoran Chamber of Ministers, linking The Circle and **Minister Jaro Essa** to secret Cardassian weapons shipments.

Kira Nerys remains faithful to her roots as a former member of the Bajoran resistance. Although this has, at times, driven a wedge between her and her commander, **Captain Benjamin Sisko**, it has more often allowed them to work together to find the best solution in difficult situations.

CARDASSIANS

During Gul Dukat's efforts to trace his half-Bajoran daughter, he is amazed to learn of the depth of the resistance fighters' knowledge of what he thought to be Cardassian secrets. Kira easily accesses the computer records of a crashed Cardassian vessel.

The Cardassians once tried to convince Kira that she was part of another underground movement – theirs. But their claims that she had been surgically altered to infiltrate the Bajorans were untrue.

FRIENDS AND ALLIES

Uneasy return

During the Bajoran occupation, the resistance cell led by Shakaar Edon are Kira Nerys's friends, allies, and surrogate family. Kai Winn hopes to use these past friendships to help reclaim farming machinery which she wants returned, but Kira's loyalty to her old friends is greater than to the Kai. Instead, Kira helps the former resistance fighters to defend their land and property, and even encourages Shakaar to stand for the position of First Minister.

After years of fighting the Cardassians, Bajorans do not really want to fight among themselves. With Kira's help, the dispute is eventually settled without bloodshed.

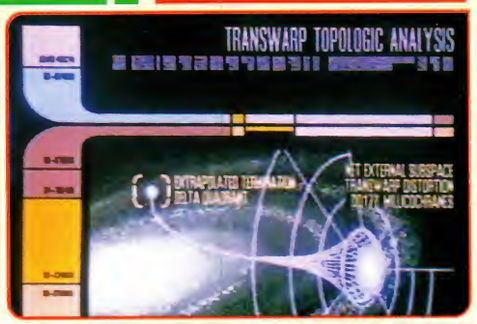
The remaining members of the Shakaar resistance cell never expected to be holed up in the mountains years after the Cardassians have withdrawn. But now, as then, they are prepared to fight for their rights.

Kira is prepared to defend Tahna Los against Cardassian extradition charges, but does not agree with his method of trying to get the Federation out of Bajoran affairs.

Kira's loyalty to the resistance fighters who helped to free her homeworld is famous. When Kira has reason to suspect that the legendary Li Nalas is still alive and being held in a Cardassian labor camp, she has no hesitation in going to his rescue, risking her own life to save him.

Transwarp

Zefram Cochrane's discovery of **warp speed** changed the face of space travel in the 21st century. Since then, the **Federation** has been looking for ways to travel at even faster speeds, but so far such attempts have met with only limited success.



The science behind the transwarp conduit used by the BORG SHIP is displayed on a console readout aboard the U.S.S. ENTERPRISE NCC-1701-D.

The founding of the **United Federation of Planets** was made possible by the invention of the **warp drive**. Equipped with this device, starships can travel at velocities faster than light. With this development, supply and communication lanes between widely separated star systems were opened up. But with conventional warp drive, a starship is limited to speeds of approximately warp 9.6. **Transwarp** normally refers to a journey above this speed. The laws of physics have always suggested that faster, more direct 'short cuts' may be possible, and in 2369 the Federation becomes aware of one such method, which is dubbed the **transwarp conduit**.

The physics of speed

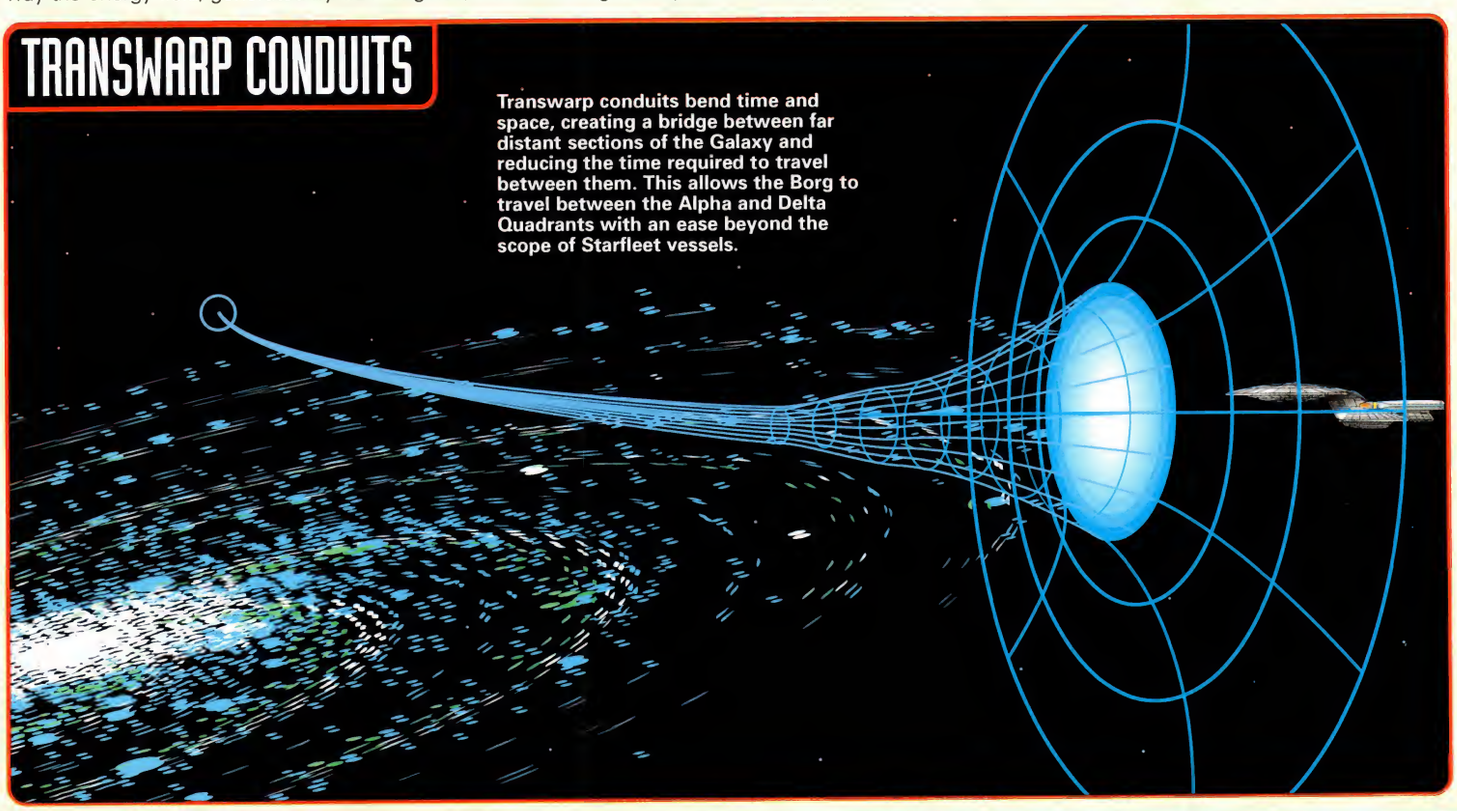
Reaching warp speed is made possible by the application of **Zefram Cochrane**'s mechanism of continuum distortion propulsion (CDP), which became nicknamed 'warp' drive because of the way the energy field, generated by CDP engines, distorts the space-time continuum. This distortion allows the starship to make a transition into **subspace**, effectively reducing the starship's mass and allowing it to be impelled to large velocities. The ultimate warp speed velocity in subspace translates into approximately 1,000 times that of light. In principle, however, even higher velocities are attainable by distorting subspace; these ideas are collectively known as transwarp theory. The attractive thing about transwarp theory is that, whereas the energy requirements necessary to travel through subspace eventually prevents a starship from approaching **Eugene's limit** of warp factor 10 (thus leading to the maximum speed quoted above), the variables which govern transwarp theory have no such limitations.

To understand the relationship between sub-light, warp, and transwarp travel it is necessary to consider the passage of starships through the universe. The trajectory of an object can be placed on a space-time diagram. These graphs

The first ship known to demonstrate transwarp travel successfully is the irregularly shaped BORG SHIP encountered by the U.S.S. ENTERPRISE in 2369. The Borg used a transwarp conduit to travel across quadrants.

TRANSWARP CONDUITS

Transwarp conduits bend time and space, creating a bridge between far distant sections of the Galaxy and reducing the time required to travel between them. This allows the Borg to travel between the Alpha and Delta Quadrants with an ease beyond the scope of Starfleet vessels.



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Transwarp

The Borg use transwarp conduits to travel between far distant areas of the Galaxy. Their ships are huge, but mass has no bearing on the success or failure of this mode of travel.

The Borg ship disappears into a transwarp conduit that will emerge light years away; the U.S.S. ENTERPRISE follows through the same distortion.

have one axis which denotes time and another which gives distances between objects. Trajectories show as diagonal lines and are known as geodesics. Sublight velocities give rise to 'time-like' geodesics which are always inclined at less than 45 degrees to the vertical. Light rays (and starships traveling at warp 1) follow lines known as 'null' geodesics which are precisely 45 degrees from the vertical. Finally, superluminal velocities (those greater than light), follow 'spacelike' geodesics which are always inclined by more than 45 degrees to the vertical. Spacelike geodesics can be further split into warp-speed geodesics and transwarp geodesics.

Wormhole similarities

The length of the geodesic between two points in the Galaxy (such as two star systems) indicates the amount of space-time which has to be traveled in order to journey from one to the other. On a space-time diagram, the horizontal separation of the points is the effective distance between them, and the vertical separation gives the time taken to travel between them. Thus, comparing the geodesics to get from star system A to star system B, transwarp travel can be seen to be like a neat sideways step through the universe, rather than traveling the complete route.

Another way of imagining this is that a transwarp conduit can be thought of as being analogous to a wormhole. A wormhole is a distortion of the space-time continuum through a higher dimension such that two widely separated regions become close. A transwarp conduit is exactly the same only, instead of space-time being distorted, it is subspace which is folded over on itself.

In order to penetrate subspace and open a conduit from normal space, special particles known as tachyons need to be produced. These subatomic particles are incapable of traveling at velocities slower than the speed of light, i.e. they follow spacelike geodesics, and hence allow communication with other dimensions of the universe such as subspace. Once the correct frequency of tachyons has been found their emission causes a resonant oscillation in subspace, which can first be detected as a subspace distortion. This opens a rent from normal space through subspace, allowing access to the transwarp conduit. The flow of subspace energy into this rent is so great that anything close by is dragged in and immediately accelerated to extreme velocities, in the same way that a stick that falls into a river is swept along by the current. After a brief, rough ride through the conduit, the starship is then deposited back in normal space, many light years from its point of origin.

Experiments with transwarp

Starfleet scientists and engineers feel that, after an intense period of developing the theory, their transwarp hypotheses are testable. To this end, they construct an experimental starship, the ***U.S.S. Excelsior*** in 2285. Unfortunately the testing fails; Starfleet is unable to break the transwarp barrier successfully, and the project is eventually abandoned. In 2369, however, the ***U.S.S. Enterprise*** witnesses and actually uses a transwarp conduit while in pursuit of a marauding **Borg** vessel which had created it, proving that the theory can be put into practice.

The first unassisted flight at transwarp speed in a Starfleet vessel is undertaken by Tom Paris in 2372. It is made possible by using a purer form of dilithium.

Tom's shuttle achieves transwarp speeds, but he suffers hideous mutation as a side effect. How to drop out of warp 10 at a particular point is unclear.

The U.S.S. VOYAGER's shuttle COCHRANE, named after the inventor of the warp drive, is the first Federation vessel to reach warp 10 without outside help.

The Federation hope to reach a turning point in its transwarp experiments with the development of a transwarp drive, which is fitted to the U.S.S. EXCELSIOR in the 2280s. Unfortunately, however, the trial is a failure.

FILE 70 STAR TREK: DEEP SPACE NINE

'The Quickening'

While exploring the **Gamma Quadrant**, **Bashir** and **Dax** encounter another example of **Dominion** evil: a fatal disease with no known cure. When the doctor promises to find a remedy, he learns that overconfidence can sometimes have deadly consequences.

'THE QUICKENING'

"I'm picking up some kind of emergency signal. It's fragmented. They say their homeworld's been attacked … massive destruction … heavy casualties … they're asking any passing vessel for assistance."

– Major Kira

Dr. Bashir, **Dax**, and **Kira** head through the **Bajoran wormhole** in a ***Runabout*** to conduct a biosurvey of the **Gamma Quadrant**'s **Gavara System**. Kira picks up a distress signal asking any passing vessel for assistance; an inhabited world has been destroyed, and there are heavy casualties. Dax determines that the signal is coming from the **Teplan System**, just outside **Dominion** space; Kira plots a new course. Upon arrival at the signal's location, Bashir and Dax beam down to a large ruined city, inhabited by people with strange, colored lesions on their skin. A sick woman approaches Dax and Bashir for help; she falls down and asks to be taken to **Trevean** at the hospital. When Dax gives the woman a painkiller, an unfriendly passerby tells her and Bashir: "The blight's quickened in her; there's nothing you can do. Go back to where you came from."

Quick release, but no cure

Dax arranges transportation to the hospital in exchange for a hair clip. When they arrive, Bashir asks Trevean if there is a treatment for the blight, but he is told that there is no cure: it is always fatal. Bashir offers Trevean access to sophisticated diagnostic equipment, but Trevean spurns his offer. "We used to have sophisticated equipment," he says. "Did you think our world was always this way? Two centuries ago we were no different from you – we built vast cities, traveled the neighboring worlds. We believed nothing was beyond our abilities. We even thought we could resist the Dominion. The **Jem'Hadar** destroyed our world as an example to others."

More than anything, the Dominion wanted Trevean's people to bear the mark of their defiance, so they brought them the blight. They are all born with it, they all die from it. When the blight quickens the lesions turn red, and death soon follows. Some die in childhood, most of them before they can have children of their own. People come to Trevean when they quicken, and he helps them to die peacefully, surrounded by their families and friends. The herbs he gives them cause death within minutes, whereas the blight kills slowly; no-one wants to suffer needlessly. Bashir accuses Trevean of being a murderer, but he responds that he is a

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ON SCREEN...

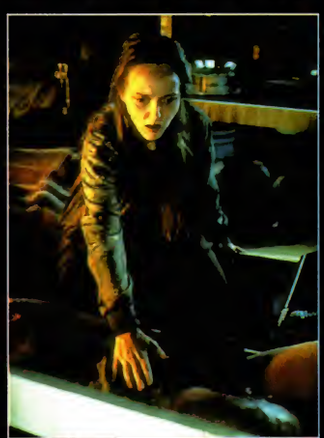
1 *When Dax and Bashir respond to a distress call, they find a ruined city and a woman who is desperately ill. They do what they can to help her.*

2 *An unfriendly local tells Bashir there is nothing he can do and that he had better leave. But the doctor is determined to put the needs of his patient first.*

3 *At the woman's request, Dax and Bashir take her to Trevean. When they arrive at the 'hospital', they find a place where afflicted people go to die, their deaths hastened by Trevean's herbs. Rather than suffer a long and lingering death, many choose to turn their last moments into a celebration.*

4 *The Starfleet officers refuse to believe that the blight cannot be cured. Surely their sophisticated equipment will allow them to succeed where others have failed.*

5 *Trevean thinks the Starfleet officers are doomed to failure and are arrogant to think otherwise. They are giving desperate people false hope.*



6 *Ekoria has great faith in the new visitors. She hopes that through their efforts she will live long enough to see her child born healthily. She gives her new friends a place to stay, and shares provisions she had been saving for a feast.*

'The Quickening'

healer who takes away pain.

Back in the town square, Dax informs Bashir that she has located the distress beacon in an abandoned building; it has been repeating the same message for the last 200 years. A pregnant woman named **Ekoria** approaches Bashir and Dax and tells them that she, and others like her, would appreciate any help they can offer.

Kira contacts her colleagues and tells them that two ***Jem'Hadar warships*** are heading in their direction. Kira plans to return the *Runabout* to ***Deep Space Nine*** immediately, but Bashir and Dax want to stay behind to see if they can find a cure. Kira decides to pilot the *Runabout* away from the Jem'Hadar and then return in a week. Bashir confidently tells her, "With any luck we'll have a cure by then."

Ekoria gives Dax and Bashir a room in her dwelling. While the doctor sets up his equipment, Ekoria tells Dax that her husband died last winter; she is now determined to live long enough to see their baby born safely.

The next day, Dax and Bashir set out to find tissue samples from people who have quickened, in order to chart the progress of the viral disintegration. In the town square Bashir is informed by Trevean that others have come promising a cure, offering hope, but it is always a lie. He has dealt with those who have built up false hope before.

Limited success

A group of quickened sufferers eventually agree to donate sample tissue; Bashir works for days, until he finally develops an antigen, which is immediately administered to the donors. At first the formula appears to be working, but then something causes the virus to mutate, sending the patients wild with pain. Bashir eventually realizes that the fields generated by his instruments are affecting the antigen; they are shut off, but it is too late to save the quickened from dying in terrible agony. Trevean arrives to 'release' those who ask for his help, while Bashir looks on helplessly.

Later, Bashir blames himself for failing these people. He now believes that there is no cure; the Dominion made sure of that. He thinks he was arrogant to assume he could find a solution in a week, but Dax points out that it's even more arrogant to think that there's no treatment just because *he* can't find it. As Bashir continues to work, he is puzzled to discover that Ekoria has no trace of the antigen in her system.

Two weeks later, Ekoria quickens. Bashir manages to successfully induce her labor, and she gives birth to a perfectly healthy baby boy. Bashir suddenly realizes that the baby, via the placenta, has absorbed the antigen in Ekoria's system.

Bashir shows Trevean Ekoria's lesion-free child, and tells him that he has found a vaccine, not a cure. Every pregnant woman should be inoculated with it immediately; it won't help them, but it will protect their babies, and all future children will be free of the blight. Trevean asks Bashir to demonstrate how the vaccine is made. The doctor then returns to *Deep Space Nine*, and is warmly congratulated by Captain Sisko.

STARSHIP FACTS

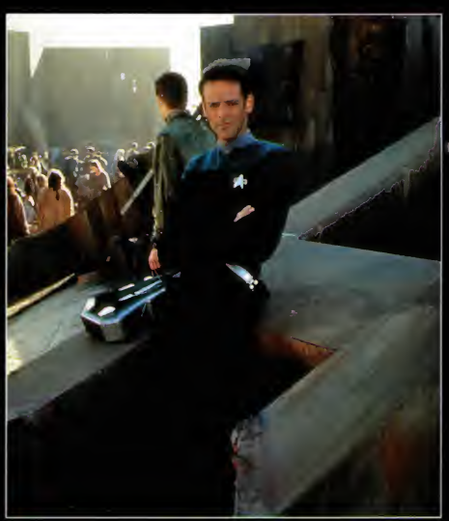
Bashir tells Ekoria that he likes to confront mortality: "When you cure the sick, it's like you're chasing death off," he says.

ON SCREEN...

***7** Kira thinks it is dangerous to keep the RUNABOUT close by when the Jem'Hadar are near. She plans to come back for her friends in a week.*

***8** There is some resistance and doubt from the townspeople, but gradually they begin to trust Dax and Bashir and agree to risk taking the drug.*

***9** The tests do not go as well as Bashir hoped; there are side effects which cause great pain. Rather than die in agony, the people go to Trevean for release.*



***10** Bashir starts to come round to Trevean's way of thinking: that the Dominion have made sure that there is no cure for the blight.*

***11** Bashir feels he has been arrogant to think he can find a cure, but Dax says it's even more arrogant to think there's no solution because he hasn't found it.*

***12** Ekoria's baby is born free of the blight. Bashir has not found a cure, but he has developed a vaccine. If all pregnant women are inoculated immediately, the next generation will be free of the disease.*

FILE 69 STAR TREK: THE NEXT GENERATION

'Contagion'

A desperate message from an old friend sends **Captain Picard** on a mission to save his ship and to prevent the advanced technology of the ancient **Iconians** from falling into dangerous **Romulan** hands.

CAPTAIN'S LOG
STARDATE: 42609.1

"... I am running a grave risk by taking the U.S.S. ENTERPRISE into the Neutral Zone. Varley's request was prompted by dangerous malfunctions which have been plaguing our sister ship. Perhaps with both crews working together we can eliminate the problems before our presence is detected by the Romulans."

The ***U.S.S. Enterprise NCC-1701-D*** receives a distress call from its sister ship, the ***U.S.S. Yamato***, and heads into the **Neutral Zone**. On the way, the *Enterprise* downloads the *Yamato*'s logs. When they arrive, **Captain Varley** tells **Picard** that malfunctions on the *Yamato* are becoming serious. It's as if his ship suddenly decided to fall apart.

He explains that he is in the Neutral Zone because he's located the homeworld of the legendary **Iconians**, a race whose advanced technology has passed into myth. The planet is virtually dead, but there is enough technology there to be dangerous if the **Romulans** find it. Varley's transmission breaks up, and suddenly the *Yamato* explodes, killing everyone on board.

As the *Enterprise* crew look on in horror, another vessel comes into sensor range – a ***Romulan Warbird***. The Romulan commander, **Taris**, responds to Picard's hail. She claims that she was not responsible for the destruction of the *Yamato*, but threatens to destroy the *Enterprise* if it doesn't leave. Picard replies that he is staying until he knows what happened to the *Yamato*. The Romulan ship cloaks.

Journey to Iconia

An hour later, **Geordi** reports that the magnetic seals in the *Yamato*'s warp engines collapsed, causing a core breach. The malfunction is virtually impossible. Geordi suggests that there may be a flaw in the design of ***Galaxy***-class ships; Picard tells him to investigate at once.

In his ready room, Picard examines Varley's personal logs. An Iconian artifact had led him to Iconia, where a probe scanned the *Yamato*. Malfunctions prevented him from visiting the surface of the planet. Determined to finish his friend's mission, Picard decides to take the *Enterprise* to Iconia.

As the *Enterprise* approaches the planet, it begins to suffer malfunctions similar to those experienced by the *Yamato*. Geordi is convinced they are not the result of a design flaw, and thinks they are somehow linked to the Iconian probe. The *Enterprise* arrives at Iconia; Data scans the planet, and discovers that it is uninhabited.

A probe is launched from Iconia and Picard prepares to capture it. From

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ON SCREEN...

1 *Captain Donald Varley has an important message to relay to his old friend Captain Picard: his ship is experiencing malfunctions.*

2 *As Varley talks, the transmission begins to break up. Clearly, the problems are getting worse by the minute.*

3 *The U.S.S. ENTERPRISE crew can do nothing but watch as the U.S.S. YAMATO explodes. They worry that they could be next.*

4 *Picard decides to take the ENTERPRISE to Iconia to complete Varley's mission. On approach, the ship experiences problems.*

5 *The surface of Iconia is uninhabited, but remnants of the ancient civilization survive. Any remaining technology must not be allowed to fall into Romulan hands.*

6 *aPicard, Worf, and Data beam down to the Iconian surface in the hope of finding a way to save their ship from the deadly program which threatens to destroy it.*

'Contagion'

Engineering, Geordi tries to warn him, but the comm system is down. Geordi rushes to the turbolift and, after a nightmarish journey, is thrown on to the bridge, where he tells the Captain to destroy the probe. Seconds later, **Worf** blasts it with the ship's **phasers**.

Geordi explains that the probe was a transmitter. It was about to send an Iconian program which would completely rewrite the *Enterprise*'s own computer program. The *Enterprise* already downloaded the program with the *Yamato*'s logs, but because of the specific areas of memory involved, its spread is slower than it was on that ship. The *Enterprise* is clearly in danger of destroying itself; Picard believes their only hope is to visit the site where the probe was launched. He takes Worf and **Data** to the surface.

In orbit, the Romulan vessel decloaks. The malfunctioning *Enterprise* is powerless as the ***Warbird*** prepares to fire on them, but nothing happens. **Riker** realizes that the Romulan vessel is also suffering from serious malfunctions. Taris attempts to bluff, but it is obvious that she is in as much trouble as the *Enterprise*. Another probe is launched, but Riker saves the Romulans by telling Taris to destroy it. He theorizes that the Romulans also 'contracted' the virus when they monitored the transfer of the *Yamato*'s logs.

Final destruction

Picard's team find a control center with a central console, but they lose touch with the *Enterprise*. Data uses the vast resources in his computerized memory to attempt to reconstruct the Iconian language, and is then able to activate the console. A bolt of energy cuts across the room and a doorway appears out of nowhere. The locations on the other side of the door change regularly; Picard realizes that this is how the Iconians traveled through space. One of the locations is the bridge of the *Enterprise*.

Data reports that by activating the console he has triggered a vast power supply. He begins to investigate, but is struck by another bolt of energy and collapses: he's been infected by the same Iconian program which is affecting the *Enterprise*. Picard decides to eliminate the last remnants of the Iconian technology, and Data manages to tell him how to cause a power overload that will destroy the center. Picard sends Worf and Data through the doorway back to the *Enterprise*, and stays behind to destroy the control center. Back on the *Enterprise*, Worf takes Data to Engineering, but there's nothing Geordi can do. Data shuts down completely.

Meanwhile, on Iconia, Picard begins to input the code sequence Data gave him. Suddenly, Data sits up. His systems had completely shut down, and then restarted, flushing the Iconian program out. Geordi realizes he can do the same thing for the *Enterprise*. Picard completes the sequence and, with the room collapsing around him, steps through to the bridge of the *Romulan Warbird*. Taris tells him that she can't deactivate her ship's autodestruct system, but before the ship is destroyed **Chief O'Brien** locks on to Picard and beams him to safety. When he finds out what is happening, Riker contacts Taris and tells her how to save her ship. With the immediate danger over, the *Enterprise* sets a course for **Federation** space at maximum warp.

STARSHIP FACTS

The languages believed to be derived from Iconian, which Data uses to understand the symbols, are Dewan, Icobar, and Dinasian.

History records that the Iconians were wiped out by a vicious attack on their planet, but legend has it that some survivors escaped through the portals. If this is true, where the survivors went, or where they now reside, is unknown.

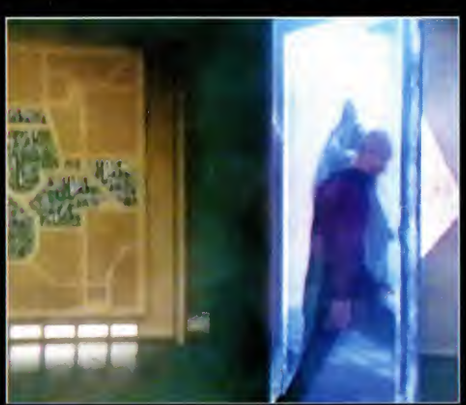
ON SCREEN...

7 ***The main room contains what appears to be a control center. Data is able to understand the Iconian symbols by referring to languages derived from them.***

8 ***When Data activates the console, a doorway appears. This is a highly advanced transporter, capable of allowing travel across thousands of light years.***

9 ***Data has been incapacitated by a bolt of energy. Picard orders Worf to take the android back to the U.S.S. ENTERPRISE, while he remains on the planet surface.***

10 ***Alone in the ancient control room, it is up to Picard to destroy this potentially deadly technology. The Romulans could use it to conquer the Galaxy.***



11 ***As the equipment begins to destruct, Picard's only route of escape is through the doorway. With no time to wait for an image of the ENTERPRISE to return, he has to take pot luck and could end up anywhere.***

12 ***The room explodes, destroying the last of the mythical Iconian technology. The portal's last passenger has materialized on the bridge of the ROMULAN WARBIRD, but he wastes no time in making his escape.***

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 2 James T. Kirk is back in charge of the *U.S.S. Enterprise NCC-1701*, but the ship is experiencing problems: two crewmen are killed in a transporter malfunction. As the ship prepares to launch, the mysterious cloud is moving ever closer to Earth.

STAR TREK

"I remember when you recommended me for this command. You told me how envious you were and how much you hoped you'd find a way to get a starship command again. Well, sir ... it looks like you found a way."

–Decker to Kirk

Admiral James T. Kirk arrives on the bridge of the newly-refitted ***U.S.S. Enterprise NCC-1701***. He walks into a flurry of chaotic activity; the crew is furiously trying to meet his order to depart in 12 hours, resulting in hectic circuit checks and auxiliary power tests. Tempers are short. **Communications Officer Uhura** is the first to notice Kirk, and to welcome him back to the ship. She is clearly pleased that her old commander has returned, as are **Hikaru Sulu** and **Pavel Chekov**. Kirk briefly acknowledges their greetings, then gets right back into command mode, ordering the entire crew to be assembled for a briefing. He then leaves for Engineering to find the *Enterprise*'s captain, **Willard Decker**.

Decker, young and self-assured, is working at a console; he is annoyed to discover some faulty modules in the transporter. He, too, greets Kirk with a smile, assuring him that he will launch on schedule. Kirk then breaks the news: he's taking over the center seat and assuming command of the *Enterprise*. Decker will stay on board, but only as Executive Officer. Decker does not take this news well. He is angry that the same man who recommended him for the command is now taking it from him. After all, he knows the refitted ship better than Kirk; Kirk informs him that's the reason he's staying aboard. When Kirk orders Decker to report to the bridge, he does so, but his resentment is palpable.

Problems apparent

Just then, there is an electrical explosion. **Starfleet** is beaming in two crew members, and this has overloaded the faulty transporter. **Scotty** desperately tries to abort the transport, but the malfunction is critical, and both people only partly materialize; what appears on the transporter pad doesn't live long. One of the dead is **Sonak**, the ship's new **Vulcan** Science Officer. **Janice Rand** is particularly upset by the tragedy; Kirk tries to console her, then pulls himself together and leaves. The captain finds Decker, and asks him to double as Science Officer, in place of the unfortunate Sonak.

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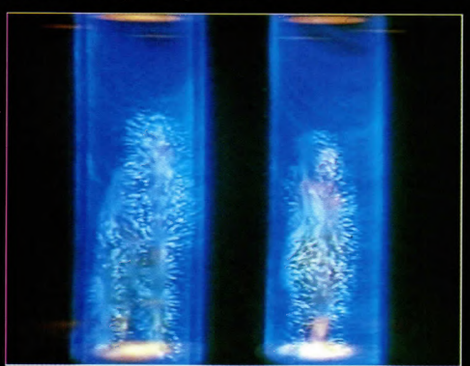
ON SCREEN...

1 *Communications Officer Uhura welcomes Admiral Kirk back to the U.S.S. ENTERPRISE. Her crewmates are quick to join in the congratulations.*

2 *The crew of the refit bridge contains many familiar faces, including Hikaru Sulu and Pavel Chekov, as well as many new, younger staff.*

3 *Kirk heads for Engineering to look for Captain Decker. The new ENTERPRISE still has her old Chief Engineer: Kirk's trusted friend Montgomery Scott.*

4 *Decker is upset at the news that Kirk is relieving him of command. Knowing how much the Admiral wanted to command a starship again, he doubts Kirk's motives.*



5 *The transporters are malfunctioning; two crew members fail to beam aboard completely. Parts of their bodies materialize, but these remains die almost immediately.*

6 *Janice Rand is particularly upset by this tragedy, but there is nothing that can be done to help the victims. Kirk must collect himself and get on with the task in hand.*

STAR TREK: THE MOTION PICTURE Part 2

The crew, called together on the recreation deck, watch as the viewscreen shows three **Klingon** ships disappearing under an assault from a mysterious cloud's energy bolts. Kirk tells them that the cloud is only 53 hours away from Earth and that the *Enterprise* is the only **Federation** ship that can intercept the alien vessel they assume is at the heart of the cloud. They can only hope to find a life form they can reason with.

Kirk's address is interrupted by a transmission from **Commander Branch** on the Federation space station ***Epsilon Nine***. The cloud has not responded to any friendly greetings; it appears to be interpreting all sensor scans as hostile actions, and is sending back massive power surges. The *Enterprise* crew members watch in horror as the station is bombarded by bolts from the enormous cloud until it, too, is vaporized. Kirk curtly orders the viewer to be turned off. He briefly considers saying something to his shaken crew, then decides against it. Instead, he orders the prelaunch countdown to commence in 40 minutes.

New crew members

Back in the captain's chair, Kirk hears from Uhura that the transporters are now functioning normally; as soon as the final crew replacements are aboard, they can depart. The ship's new navigator, **Lieutenant Ilia**, a **Deltan**, arrives. After officially reporting to Kirk, she and Decker greet each other fondly. Clearly, the two officers have a romantic history, although Ilia makes a point of making Kirk aware of her oath of celibacy.

Following Ilia, a bearded, cantankerous **Dr. Leonard McCoy** arrives. Looking like a hermit roused from sleep, he doesn't hesitate to express his anger at being drafted out of retirement. Kirk appeals to his old friend: "I need you. Badly." McCoy gives in, and heads off to sickbay, eager to see how his old haunt has been redesigned.

On the bridge, the senior crew finish their final checks. Kirk calls for maneuvering thrusters. The ship's running lights pop on, illuminating the familiar name and number: *U.S.S. Enterprise NCC-1701*. With the ship ready and the crew waiting, Kirk gives his customary order: "Take us out." The huge starship glides effortlessly out of the orbital dock as the sun rises in the background. It is a spectacular sight.

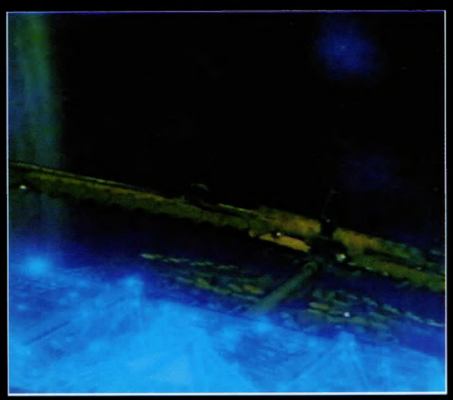
STARSHIP FACTS

Will Decker has to accept a temporary grade reduction to Commander while Kirk takes over as captain of the *U.S.S. Enterprise*. He claims that Kirk does not know the refitted *Enterprise* a tenth as well as he does.

After Sonak is killed in the transporter accident, Kirk says he would still like a Vulcan to fill the post of Science Officer.

ON SCREEN...

***7** The entire crew of the refitted U.S.S. ENTERPRISE are called together on the recreation deck to witness the transmission from a Klingon ship which was destroyed by a mysterious cloud. Only the ENTERPRISE can intercept the cloud before it reaches Earth.*

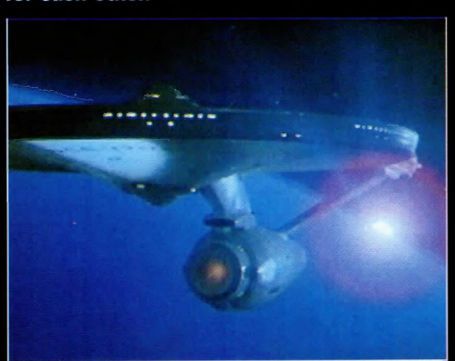


***8** As the ENTERPRISE crew watch in horror, the cloud entity attacks the EPSILON NINE Federation facility. It seems to be interpreting all attempts to scan it as hostile acts, destroying anyone or anything which tries to communicate or learn more about it.*

***9** New crew members continue to arrive aboard the ENTERPRISE, including the new navigator, a Deltan woman named Ilia. She is quick to remind Admiral Kirk that she has sworn an oath of celibacy, and has no intention of breaking this oath.*

***10** Lt. Ilia has had a romantic involvement with Will Decker in the past, although this is now over and the two have not seen each other for some time. It is clear, however, that they still hold strong feelings for each other.*

***11** Dr. McCoy is not pleased at being forced out of retirement to rejoin the crew. Kirk makes little apology for his actions, instead saying how much he needs his old friend. McCoy soon agrees, and makes his way to sickbay.*



***12** The crew is assembled – a mixture of old and new – and the ship is ready to leave. Kirk orders the vessel to be taken out of SPACEDOCK; once again, the U.S.S. ENTERPRISE is ready to head off to save the world.*

C continued

Clift, The Luxury hotel in 2024 San Francisco. **Chris Brynner** booked a room here for **Jadzia Dax** when a transporter malfunction stranded her on 21st century Earth. (*Starship Log:* 'Past Tense', Part I [DS9]) ***SEE FILES 7, 70***

cloak, interphase This experimental **cloaking device**, based on an **interphase generator**, was developed by the **Romulans** and tested in 2368. **Geordi La Forge** and **Ro Laren** were accidentally cloaked during an attempt by the Romulans to destroy the ***U.S.S. Enterprise NCC 1701-D***. (*Starship Log:* 'The Next Phase' [TNG]) ***SEE FILES 59, 69***

cloaked mine This undetectable explosive device remains dormant until armed by a coded signal. In 2372, the **Klingon** ship ***Drovana*** required assistance from ***Deep Space Nine*** after being damaged by a cloaked mine. In 2373, the **Federation** laid a field of cloaked mines in the mouth of the **Bajoran wormhole** to prevent the **Dominion** sending reinforcements from the **Gamma Quadrant**. (*Starship Log:* 'The Sons of Mogh' [DS9]) ***SEE FILES 60, 70***

cloaked target drone This pilotless space vessel, operated by remote control, is used during interstellar military maneuvers. (*Starship Log:* 'The Sons of Mogh' [DS9]) ***SEE FILE 70***

Captain Kirk, disguised as a Romulan, tried to steal an upgraded Romulan cloaking device so that the Federation could learn its secrets. The device was installed on a ROMULAN BATTLE CRUISER.

cloaking device This powerful device, standard equipment on **Klingon** and **Romulan** warships, is capable of rendering an object imperceptible to most vision and sensor systems. Federation members are normally proscribed from employing cloaking technology, but an agreement with the Romulans has allowed the ***U.S.S. Defiant*** to be fitted with one to help defend against the **Dominion** threat. Under the original terms of the agreement it could only be employed while the ship was in the **Gamma Quadrant**. (*Starship Log:* 'Balance of Terror' [TOS]; 'The Search', Part 1 [DS9]) ***SEE FILES 59, 68, 69, 70, 74, 75, 76, 77, 78***

The cloaking device which surrounded the planet Aldea ensured that its peaceful, artisan community was not threatened by hostile outsiders, but caused infertility. In 2364, the Aldeans kidnapped children from the U.S.S. ENTERPRISE NCC-1701-D to help repopulate their world.

cloaking device, Aldean This energy generator conceals the planet **Aldea** from external sensors. Intended to protect the nonviolent populace from outsiders, the device eventually damaged Aldea's ozone layer, resulting in mass infertility. (*Starship Log:* 'When The Bough Breaks' [TNG]) ***SEE FILES 18, 59, 69***

cloaking device, Klingon The Klingons gained cloaking technology from the **Romulans** in exchange for ***Battle Cruiser*** ships in the 2260s. In 2292, the Klingons developed a prototype ship able to fire torpedoes while cloaked. (*Starship Log:* ***Star Trek IV: The Undiscovered Country***) ***SEE FILES 11, 34, 59, 77***

cloaking device, Romulan The prototype for all shipbased cloaking applications, first observed in 2266. Improvements on the limited original model have been countered by **Federation** advances in detection systems. (*Starship Log:* 'Balance of Terror' [TOS]; 'The Neutral Zone' [TNG]) ***SEE FILES 12, 35, 68, 69, 70***

clone A living entity created by duplicating the DNA of a source organism. **Ibudan** murdered his own clone to falsely implicate **Odo** in 2369. (*Starship Log:* 'Up The Long Ladder' [TNG]; 'A Man Alone' [DS9]) ***SEE FILES 69, 70***

Cloud William The spiritual leader of the **Yang**, survivors of a planetwide war with the **Khoms** on **Omega IV**. He was also called **Guardian of the Holies**, **Son of Chiefs**, and **Speaker of Holy Words**. (*Starship Log:* 'The Omega Glory' [TOS]) ***SEE FILES 18, 68***

Club Martus This casino on ***Deep Space Nine*** was owned by **Martus Mazur**. Although the club was popular enough to lure away many of **Quark**'s customers, it closed after only a few days of operation. (*Starship Log:* 'Rivals' [DS9]) ***SEE FILES 27, 70***

Cluster NGC 321 This area of space contains the Galactic location of the planet **Eminiar VII**, where the ***U.S.S. Enterprise NCC-1701*** was dispatched on a diplomatic mission in 2267. (*Starship Log:* 'A Taste of Armageddon' [TOS]) ***SEE FILES 18, 68***

Clift, The
cloak, interphase
cloaked mine
cloaked target drone
cloaking device
cloaking device, Aldean
cloaking device, Klingon
cloaking device, Romulan
clone
Cloud William
Club Martus
Cluster NGC 321
co-chairman, Benevolent Association
co-orbital satellites
coagulation activator
coalescent organism
Coalition
cobalt-thorium device
Cochrane deceleration maneuver
Cochrane distortion
Cochrane Medal of Excellence
Cochrane, shuttlecraft
Cochrane, Zefram
cocktail, fruit
Code 1
Code 1 Emergency
Code 2

Club Martus on DEEP SPACE NINE was a serious threat to Quark's business until it closed.

Cloud William's position as a spiritual leader was denoted by his elaborate clothing and the wealth of ceremonial names by which he was known.

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Much of the surface of Turkana IV lies in ruins, the legacy of years of fighting between the rival factions; the Alliance and the Coalition each rule half the planet. Most of the planet's population now live underground.

co-chairman, Benevolent Association
Senior officer of a **Ferengi** charity, proposed by the **Grand Nagus Zek** while under the influence of the **Bajoran Prophets**. **Quark** is appointed to this position by the **Nagus**, without his knowledge, in 2371. **Rom** is to be the association's senior administrator. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILES 14, 51, 70***

co-orbital satellites
Moons or other celestial objects whose trajectories are in immediate proximity to one another. Gravitational forces, resulting from a near-miss, can cause the orbiters to switch elliptical tracks. (*Starship Log:* 'Manhunt' [TNG]) ***SEE FILE 69***

coagulation activator
This medication is administered to stop a patient from bleeding. (*Starship Log:* 'Distant Voices' [VOY]) ***SEE FILES 65, 71***

A coalescent organism, seen here in the shape of a dog, took the form of Starfleet officer Keith Rocha and then tried to murder Aquiel Uhnari, Rocha's colleague on RELAY STATION 47. When Rocha's body was found, Uhnari was suspected of the murder under the truth was revealed.

coalescent organism
This malignant, shapeshifting microbe can completely replicate the entire structure of any organic being that it consumes, as happened to **Starfleet Lieutenant Keith Rocha** in 2369. (*Starship Log:* 'Aquiel' [TNG]) ***SEE FILE 69***

Coalition
One of the numerous gangs who competed for power on the **Turkana IV** colony following the breakdown of that planet's government. Coalition operative **Ishara Yar** helped the ***U.S.S. Enterprise NCC-1701-D*** to rescue two captive **Federation** crewmen, in order to gain leverage against **Coalition** rivals the **Alliance**. (*Starship Log:* 'Legacy' [TNG]) ***SEE FILES 18, 43, 58, 69***

cobalt-thorium device
Quark sold several of these weapons to **Sakonna**, a **Maquis** agent, in 2370. (*Starship Log:* 'The Maquis', Part I [DS9]) ***SEE FILES 18, 60, 70***

Cochrane deceleration maneuver
Widely used Galactic combat stratagem. The ***U.S.S. Enterprise NCC-1701*** defeat of the **Romulans** at **Tau Ceti** was achieved in part by employing this highly effective tactic. (*Starship Log:* 'Whom Gods Destroy' [TOS]) ***SEE FILES 19, 20, 68***

Cochrane distortion
This distinct oscillation in the subspace field phase is produced by a starship's warp engines. (*Starship Log:* 'Ménage à Troi' [TNG]) ***SEE FILE 69***

Cochrane Medal of Excellence
A prestigious **Starfleet** award. **Harry Kim**, in a parallel universe, received the award for outstanding advances in warp theory. (*Starship Log:* 'Non Sequitur' [VOY]) ***SEE FILES 43, 71***.

Cochrane, shuttlecraft
U.S.S. Voyager-based shuttlecraft in which **Tom Paris** made the first warp 10 flight in a Starfleet vessel. (*Starship Log:* 'Threshold' [VOY]) ***SEE FILES 29, 71***

Cochrane, Zefram
Inventor of the warp drive, and participant in the historic **First Contact** with the **Vulcans** in 2063. Accounts of his life differ, but current knowledge indicates he was reluctant to become the hero he is today; he preferred to stay out of the limelight. (*Starship Log:* 'Metamorphosis' [TOS]; ***Star Trek: First Contact***) ***SEE FILES 33, 44, 68, 79***

Zefram Cochrane, the inventor of the warp drive, has lent his name to shuttles, awards, units of measurement, and at least one high school.

Cochrane, Zefram, High School
SEE **Zefram Cochrane High School**

cocktail, fruit
A food concoction popular on 20th century Earth. **Neelix** made some for the humans, including Amelia Earhart, who were discovered by the ***U.S.S. Voyager*** after being abducted from Earth during the 1930s. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***

Code 1
This **Starfleet** classification, used by **Starfleet Command** in communications with its forces, indicates that a state of war exists between the **Federation** and an enemy force. (*Starship Log:* 'Errand of Mercy' [TOS]) ***SEE FILES 19, 68***

Code 1 Emergency
Distress signal used by **Federation** ships and posts to indicate a catastrophic emergency and request urgent assistance. The equivalent of a 20th century 'SOS'. (*Starship Log:* 'The Trouble with Tribbles' [TOS]) ***SEE FILES 19, 68***

Code 2
This **Starfleet** encryption protocol was rendered obsolete after **Romulan** forces deciphered it. An afflicted **Kirk** inadvertently employed the code while at the **Gamma Hydra IV** research colony in 2267. (*Starship Log:* 'The Deadly Years' [TOS]) ***SEE FILES 19, 43, 68***

Tom Paris attempts to reach warp 10 in the COCHRANE, named after the inventor of the warp drive. Without warp drive, space travel beyond Earth's solar system would be impractical and the Federation would not exist.